THEY $TOLE A MILLION



THE BO$$

AMSTRAD CASS 464/664/6128

You are 'The Boss'.

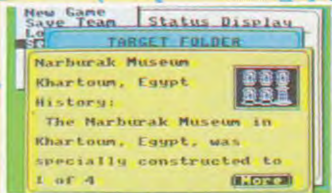
A small time crook with big ideas. You've decided to get smart and give up your life of petty larceny and start angling for some bigger action. However, you really could do with some help. Your answer comes whilst browsing through a copy of '*What crime*' magazine. At last the crime world has gone computerised. Some enterprising software engineers have set up a massive database containing information on potential targets, available hoodlums and fences. All you need to tap into it is a computer and a copy of the S.W.A.G. (*Software for Aspiring Gangsters*) operating disk. Quickly you ring them up and give them your (*stolen*) credit card number and faster than you can say '*book him Danno*' you are sitting down at your computer ready to plot your first crime. You will select your own team, plan your crime with the aid of the on-screen blueprint and finally enact the real thing exactly as you planned it except that you yourself have to take part and who knows what kind of mistakes you may make.



Plan your job with the on-screen blueprint
(C64/128 version)



The getaway car. Can you get back to it before you're nicked?
(Amstrad version)



Pick your target from the on screen files
(Spectrum version







JOYSTICK REQUIRED



Package designed by David Crow at Assorted iMaGes

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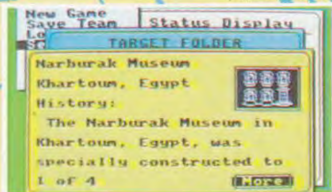
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STEPS **JOYSTICK REQUIRED**

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STEPS

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